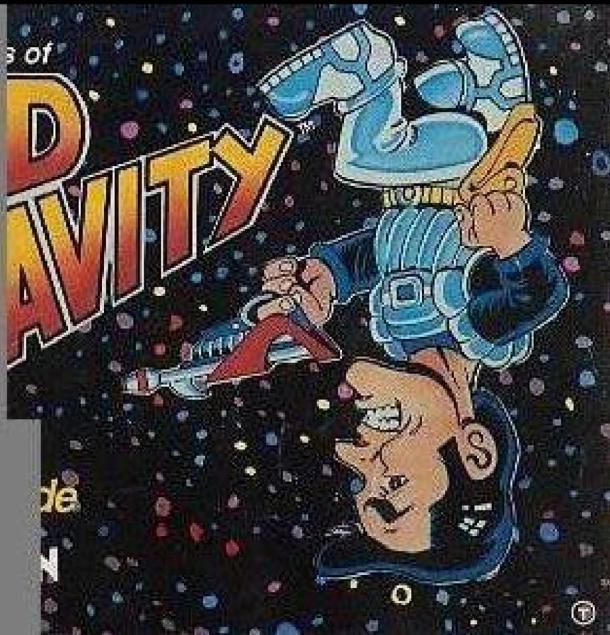


# Nintendo

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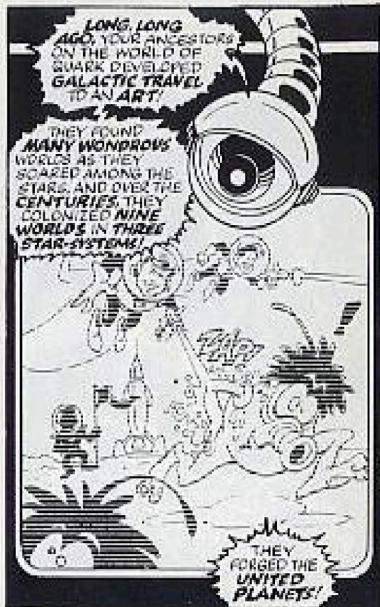
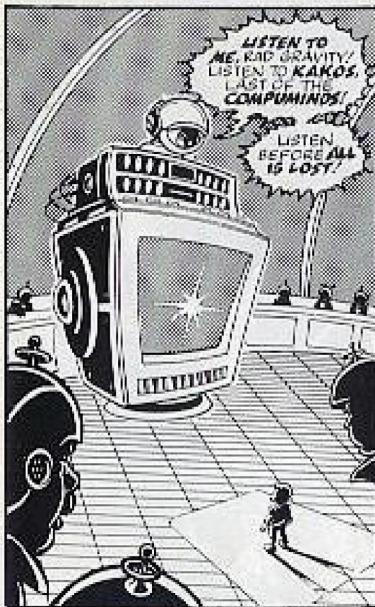


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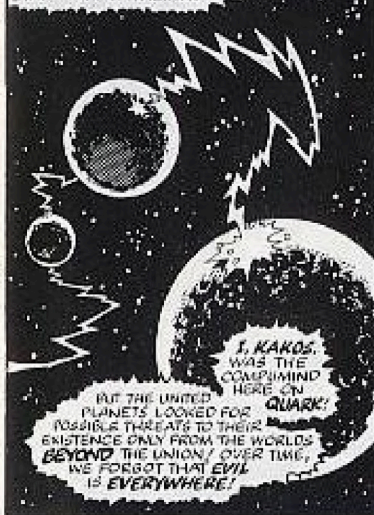
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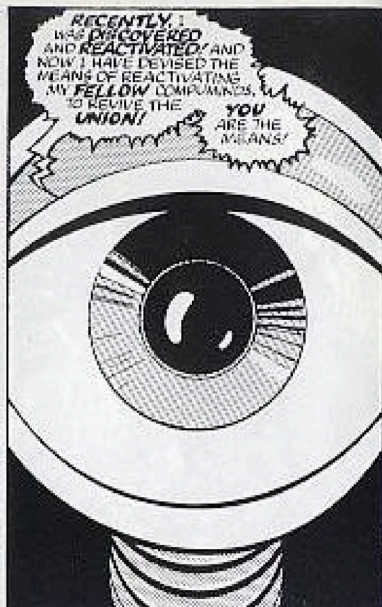
THE UNITED PLANETS WERE HELD TOGETHER ACROSS THE LIGHT-YEARS BY A NETWORK OF THREE UNIFICATION COMPUKINDS, WHICH COMMUNICATED INSTANTANEOUSLY ON THE STAR-WARP DATALINK!



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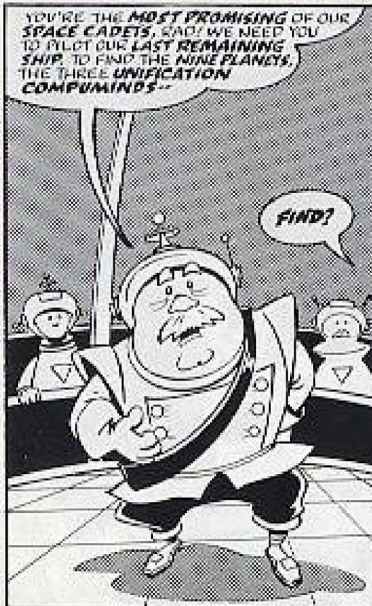


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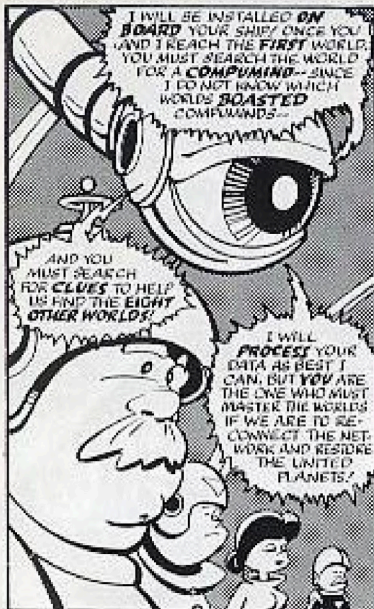




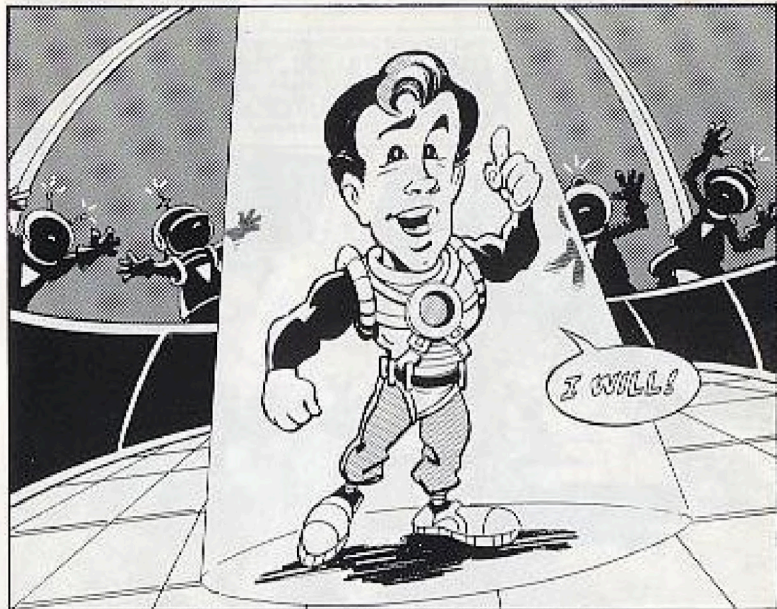
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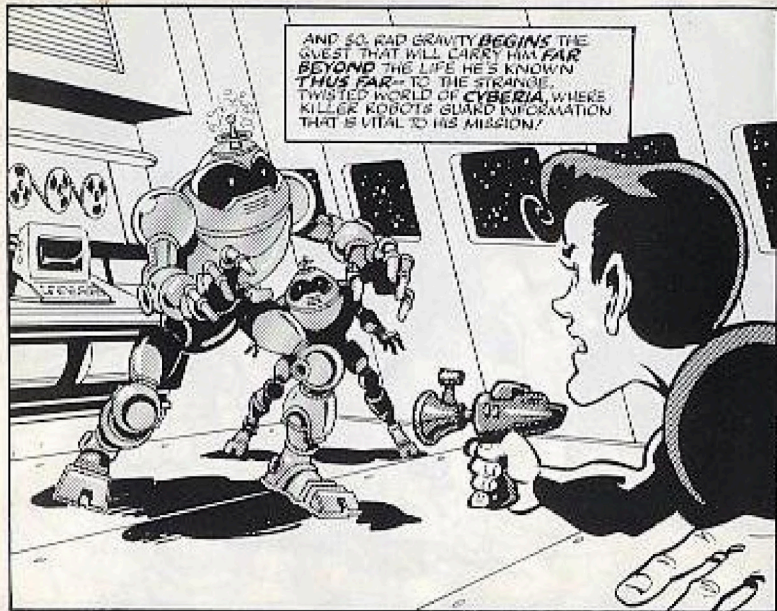


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# Nintendo ENTERTAINMENT SYSTEM



# Nintendo ENTERTAINMENT SYSTEM



# Nintendo ENTERTAINMENT SYSTEM



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THEN IT'S ON TO THE OLD-FASHIONED  
BEAUTY OF THE CLOUD CITY HOVERING  
HIGH ABOVE VERDANT VERNIA! COOL  
AND SERENE, IT'S THE ABSOLUTE  
OPPOSITE OF—

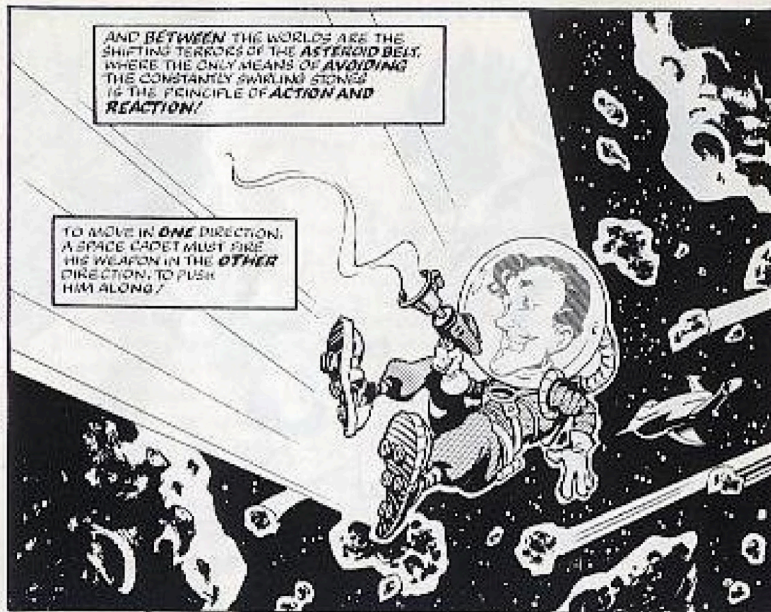


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--THE DOWN-AND-  
DIRTY ANTICS OF THE  
**GNOMES** WHO  
PLAGUE PASSERS-BY  
ON **ODAR!**



# Nintendo ENTERTAINMENT SYSTEM





# Nintendo ENTERTAINMENT SYSTEM



## Getting Started

1. With your game system and TV or monitor off, insert the *Rad Gravity* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Press **Start**.
3. At the selection screen, press either the up or down arrow keys on the **+** pad to select either **Start** or **Continue**. Press **Start** or **A** to begin the game. You can't **Continue** until you've reached a Password screen.
4. If you want to turn off your machine and pick up where you left off later, you must first die during gameplay for the game to send you to a Password screen. Write the password down for future use. When you want to re-enter the game at the same level, choose **Continue** at the *Rad Gravity* title screen and push the **A** button. Use the **+** pad to choose the correct letters and numbers by moving the cursor. Every time you want to enter a letter, push **A**. After entering the complete password, push **Start**.

If the password is incorrectly entered, the words 'TRY AGAIN' will appear at the bottom of the screen. Press **A** to re-enter the Password screen. Use the **+** pad to move forward or backward and correct the wrong letters or numbers.

5. If you die during gameplay, you automatically begin again on the same level.
6. The game can be paused in mid-play by pressing Start. This will put you on the Object Selection screen, where you can wait indefinitely.

## Space Travel

When the game begins, you, Rad Gravity, are on the bridge of your ship, hovering over the first world you want to explore. On the planet's surface is a blinking point marking the **Teleport Locations** given you by Kakes the computer. There is also a blinking point in space, marking the edge of the solar system. Use your **+** pad to choose the point you want, then press the **A** button to travel there.

At the edge of the solar system, you can see all the worlds in that system, and you can visit them, but you can only land on worlds whose Teleport Locations you've found. Thus, as the game begins, you can only land on the one world where you began, and that's what you should do.

Whenever you're at the edge of the solar system, choose the world you want with your + pad and press A to go there. When you near your chosen world and see the

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Teleport Locations blinking at you, press A to beam down. If you don't see a blinking point, there is no way to land.

When you start to beam down, Kakos will tell you about the world.

In each location, your primary goal is finding new Teleport Locations, but there are other treasures, and some are hidden in very strange places. Explore each world thoroughly, read any messages carefully, and listen to the music...

To return from a world to your ship, use your Communicator by selecting it and pressing **Start** (see Objects below). You'll usually do this after completing a world, but every time you return, all your life points are restored, so don't be afraid to bail out if you're about to die on a world. When you return to the world, you'll be back at the beginning of its adventures, but at least you'll be alive.

## Movement

Move **Left**, **Right**, **Up** and **Down** with the **+** pad.

**Jump** with the **A** button. Remember that gravity differs on different worlds, so the height of your jump will change. To jump through *some* obstacles, or jump to a lower level, use the **A** button while pushing the **+** pad down.

## Objects—

During play, push **Start** to pause the action and see your inventory.

Move **Left** and **Right** to choose an object with the **+** pad.

Push **Start** to restart the action with the object you selected.

Activate any weapon with the **B** button.

Here are the objects you'll find—



**Teleport Beacon**—*Very* useful. Pressing **B** throws it where you want it, and **B** again teleports you there.



**Communicator**—Allows you to teleport back to your ship after your mission on each planet is complete. Also, at any time during gameplay, you can use it when you're in need of energy and about to perish.





**Translator**—Gives you the ability to comprehend alien text messages.



**Energy Disk**—Lets you float over dangerous areas for a short amount of time. But you can only use one object at a time, so you can't shoot, say, while floating on the disk—and using the energy disk costs Bad life energy.

**Armor**—There are three types of armor, each with a different level of protection. Check 'em out!

**Weapons**—

There are seven types of weaponry:



**Laser Sword**—This hand-to-hand combat weapon is given to you at the start of the game and is useful at close range.

**Super Sword**—A high powered version of the laser sword, this weapon gives you a higher level of attack and longer range.



**Power Pistol**—A gun that fires electrobolts that can vaporize your enemies in milliseconds.

**Vertigun**—Similar to the power pistol, but with this weapon, you can fire up and down to take out enemies above and below you.

**Maxigun**—The most powerful of all pistols.



**Saurian Crystals**—Highly explosive crystallized nitroglycerine that, when thrown, detonates and destroys your enemy instantly.



**Crystal Bombs**—Even worse.



## Cyberia

- ## Effluvia

- ## Sauria

- Try not to bother the baby dinosaurs. They can be nasty when disturbed.

[illegible]

- The tree branches are great platforms for jumping.
- Remember to talk to the mayor. He'll give you valuable information.

## Vernia

- Learn the flying pattern of the birds and fire before they appear on the screen.
- An item picked up on Sauria will help you defeat the deadly Troggs.

## Asteroid Belt

- Fire as often as you can when floating through the asteroids, to push yourself along
- Once inside the derelict ship, you'll need to find the keys.

## Utopia

- Watch out for exploding robots.
- Try moving damaged robots.

.....

## Odor

- When grabbed by an enemy, push the jump button to release Rad from its deadly grasp.
- It will require some thought to get to the underground maze.
- In the maze, the blocks can be very useful.

## Volcania

- Check out all craters.
- In the cavern, beware of falling stalactites. Take it slowly when jumping from ledge to ledge.

## Telos

- Its origin and purpose remain a total mystery...

[illegible]

This warranty is limited to the recording medium containing the program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

- a brief statement describing the defect,
- your name and return address, and
- a photocopy of your dated sales receipt.

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SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

**⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠**

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns

are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; either kind or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

## RETURNS

Cartridges must prove defective within 90 days of purchase in order to be eligible for replacement under warranty. Certified mail is recommended for returns. For best service, please be sure to—

1. Send the cartridge and the manual in the original packaging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

WARRANTY REPLACEMENTS

Activision

P.O. Box 3049

Menlo Park, CA 94025



## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

*How to Identify and Resolve Radio - TV Interference Problems.*

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 604-006-00345-4.

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